

PART I: THE BASICS

1. characterization - used to reveal characters & their personalities
2. protagonist - the main or leading character in a story; the one involved most in the action of the story
3. antagonist - a person who is opposed to or against the main character in a story
4. setting - time & place in which a story unfolds
5. plot - structure of a story; sequence of events in a story
6. theme - major idea broad enough to cover the entire scope of a story

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PART II: PLOT

7. exposition - beginning of story; setting and characters are introduced
8. rising action - part of a story where the plot becomes increasingly complicated
9. climax - turning point; the moment when the conflict is at its most intense
10. falling action - follows climax; things become clear; contains action/dialogue that leads to resolution
11. resolution - portion of a story in which the conflict is resolved
12. flashback - action that occurred before the beginning of the story; often as dreams or memories
13. foreshadowing - used to create expectation or to set up an explanation of later developments

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PART III: CONFLICT

14. conflict - problem or issue to be resolved in the story
15. person vs. fate - character battles uncontrollable problem such as disease or a traumatic event
16. person vs. self - character struggles inside with emotions/thoughts & has trouble deciding what to do
17. person vs. nature - character has a problem with some element of the environment such as a snowstorm
18. person vs. person - one character in a story has a problem with one or more of the other characters
19. person vs. society - character has a problem with the community, such as school, the law, or tradition

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PART IV: POINT OF VIEW

- 20. point of view - vantage point from which the story is told
- 21. first person - main character tells story; offers opinions about action & characters; pronoun “I” is used
- 22. third person - presented from outside any character’s perception without insight into characters or plot
- 23. omniscient - unrestricted, godlike perspective able to see all actions & look into the minds of all characters

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PART V: MISC.

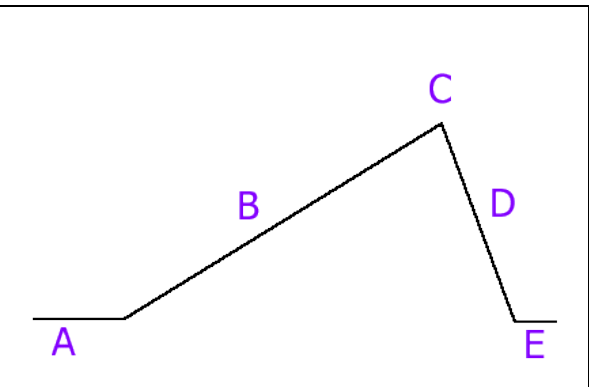
- 24. irony - when the opposite of what you expect happens
- 25. mood - emotions of a work or of the author in his/her creation of the work
- 26. personification - object or abstract idea given human qualities or human form
- 27. symbolism - device where an object represents an idea
- 28. author’s purpose - reason for writing: to inform/teach, to entertain, or to persuade/convince
- 29. dialogue - conversation between people in a literary work; the speech of characters in a drama
- 30. imagery - words that appeal to the 5 senses (sight, smell, taste, touch, hearing)

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PART VI: PLOT LINE

Label the five parts of the plot line.

- A. _____
- B. _____
- C. _____
- D. _____
- E. _____



PART VII: TYPES OF CONFLICT

Fill in the blanks with the 5 types of conflict.

- person vs. _____
- person vs. _____
- person vs. _____
- person vs. _____
- person vs. _____

